Please replace the paragraph beginning at page 30, line 3, with the following rewritten paragraph:

--Figs. 15 through 20 depict examples of option list displays. A player can select a process from among a plurality of options by operating the cross-shaped cursor key on the control pad (2b) that he operates himself. An optional process selected by a player is implemented by the game processing apparatus.--

Please replace the paragraph beginning at page 31, line 4, with the following rewritten paragraph:

--Also, the list of options depicted in Figs. 15 through 20 can either be displayed in the order shown, or can be displayed in an arbitrary order.--

Please replace the paragraph beginning at page 46, line 17, with the following rewritten paragraph:

--Fig. 31 through 33 depicts the cooperative relationships developed at this time. The players manipulate their respective playing areas themselves, an all the barrier blocks generated in the two playing areas that are cooperating with one another are sent to the non-cooperating playing area. Conversely, the barrier blocks generated by the non-cooperating playing area are sent to the other two playing areas, with either the same number of blocks being sent to each, or the total number of blocks being equally divided between the two.--